

AMENDMENTS TO THE SPECIFICATION:

Page 5, between lines 13 and 14, insert the following paragraph:

--Figures 16a and 16b illustrate examples of a magenta light valve,--

Page 5, between lines 15 and 16, insert the following paragraphs:

--Figures 17a and 17b illustrate examples of a cyan light valve,

Figures 18a and 18b illustrate examples of a yellow light valve,--

Page 5, between lines 16 and 17, insert the following paragraph:

--Figures 19a-19d illustrate examples of a red/green/blue light valve,--

Replace the paragraph beginning at page 7, line 16, with the following:

--In the present optical designs, it is important that the dichroic beam splitter coating 5 of prism 4 is independent of the polarization of the light so that the entire light band is transmitted without further polarization change. This color filter beam splitter 4 is designed for an incident angle of 45° . At this angle, it is unavoidable to have a s-p polarization split for the dichroic filter. Take for example a filter that is designed to reflect blue light as shown in Fig. 3. The reflectance spectrum is different for the s- and p-polarized light. However, for the optical arrangement in Fig. 1, this beam splitter coating 5 is used to separate red and blue light. So if the edge reflection filter is designed with an edge wavelength in the green region, the s-p polarization split will not have any effect on

the filter. Blue light of both s- and p-polarization will be reflected. Similarly, red light of both s - and p-polarizations will be transmitted.--

Page 9, between lines 19 and 20, insert the following paragraph:

--Figures 16a and 16b illustrate examples of the Red/Blue light valve. In Figure 16a, the red and blue subpixels are partitioned in the form of alternating tiles. In Figure 16b, the red and blue subpixels are partitioned in the form of alternating strips.--

Page 9, after the last line, insert the following paragraph:

--Figures 17a and 17b illustrate examples of the Green/Blue light valve. In Figure 17a, the green and blue subpixels are partitioned in the form of alternating tiles. In Figure 17b, the green and blue subpixels are partitioned in the form of alternating strips.--

Page 10, between lines 4 and 5, insert the following paragraph:

--Figures 18a and 18b illustrate examples of the Red/Green light valve. In Figure 18a, the red and green subpixels are partitioned in the form of alternating tiles. In Figure 18b, the red and green subpixels are partitioned in the form of alternating strips.--

Page 10, between lines 8 and 9, insert the following paragraph:

--Figures 19a-19d illustrate examples of a Red/Green/Blue light valve. In Figure 19a, the pixels are arranged in a tile pattern, in Figure 19b they are arranged in a stripe

pattern, and in Figure 19c they are arranged in a mosaic pattern. In the example of Figure 19d, more green light is reflected than light of other colors.--

Page 12, replace the paragraph beginning at line 4 with the following:

--Figure 28 shows the other variation where the blue light is sent to the Blue light valve. The remaining red and green light is sent to the **Red/Green** light valve, [[which]]